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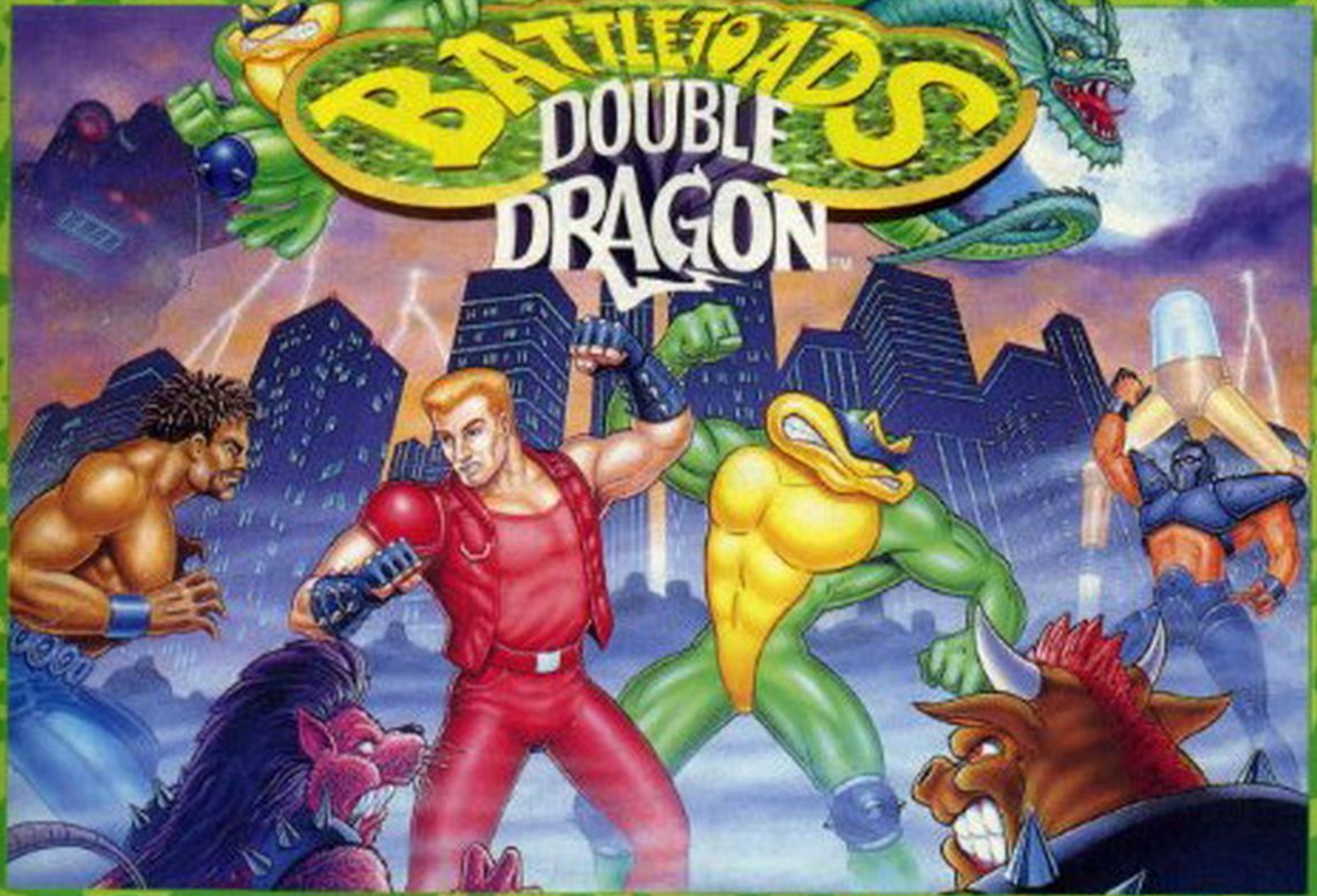

INSTRUCTION MANUAL

Thank you for purchasing BATTLETOADS/DOUBLE DRAGON from Tradewest for your Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

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The Ultimate Team

Following her crushing defeat at the hands of the Battletoads on Ragnarok's World, the humiliated Dark Queen high-tailed it to the outer reaches of the Universe.

Months have passed...and the Queen's parting threat of revenge has become a distant memory to Professor T. Bird and the Battletoads – Zitz, Rash and Pimple.

However, when a mysterious energy beam from outer space renders Earth's military might powerless, and a city-sized spaceship called the Colossus smashes out of the moon, the Professor knows it has to be the Dark Queen trying her latest galaxy-dominating plan.

He's right, of course, but what he doesn't realize is that

the shady lady's taking no chances this time, and she's cunningly teamed up with the equally shady Shadow Boss! This means that the Battletoads will not only have to fight the Queen and her sidekicks, General Slaughter, Big Blag and Robo-Manus – but Abobo and Roper, the Shadow Boss's minions, as well!

So, that's how it stands 'toads: the Dark Queen's got herself some serious back-up and now she's comin' to take over *your* Earth – what're ya gonna do about it?

First of all, you're gonna get the sides EVEN! Those terrific twins, Billy and Jimmy Lee, otherwise known as the **Double Dragons**, are just rarin' to get in on the action, 'specially since the Shadow Boss is their archest of enemies!

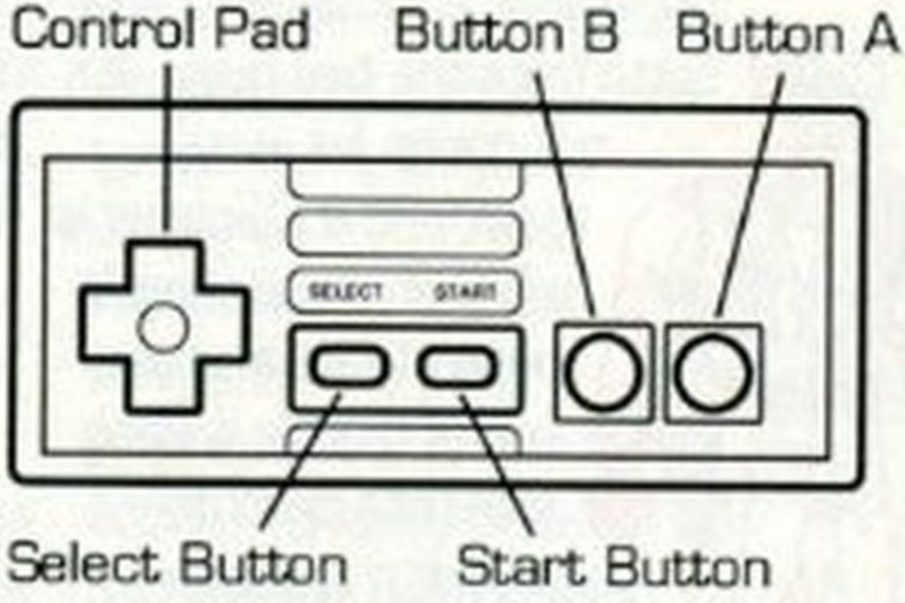
After picking up the Dragons in the Battlecopter, it's time to play space-cadets and

intercept the mighty Colossus. Now's the time to get MAD n' BAD, as you begin your epic quest to save Earth from the bad guys. It's not gonna be easy, team — the Colossus is a BIG ship and there's bound to be a whole ton of trouble waiting within its neutron-shields. And with trouble, comes questions: will the team-up between the 'toads and the dragons be tight enough to defeat the dark hordes? And if so, will the Dark Queen and the Shadow Boss hang around long enough for you to settle the score?

There's only one way to find out, so pick up that controller and play BATTLE-TOADS/DOUBLE DRAGON – THE ULTIMATE TEAM!

Controlling the Action

Up – Move up.
Down – Move down.
Left – Move left.
Right – Move right.
Select – Chooses game type.
Start – Start game/pause game.
Button A – Jump.
Button B – Action.



Up/Down/Select – Choose between these player options:

1 Player
2 Players A – Heroes can hit each other.
2 Players B – Heroes cannot hit each other.

Double-click left and right to run. Press Button B while running to access running Smash Hits or Dragon Force techniques.

Scoreboard

LIVES are heartily highlighted – the more the merrier, so get those 1-ups!
ENERGY lurks within some pods – smash n' grab 'em, team!
POINTS are 'toadally numerical.

How To Play

As the Battlecopter swoops low over the Colossus, the Battletoads and the Dragons leap out onto the tail of the spaceship and your Earth-saving epic adventure begins!

Don't expect the red-carpet treatment, 'cuz the Shadow Boss and the Dark Queen will have their own personal way of welcoming you. After you fight your way across the tail, it's into the corridors, where the action gets faster. This is followed by a trip into the bowels of the ship, then a shoot-out against the awesome arsenal of the Colossus itself.

Defeat the Colossus and you're faced with a race against time on a missile heading for Earth – intent on destroying it! Defuse the warhead and the missile crash lands, setting up the final showdown with the gruesome twosome.

But gettin' to 'em ain't gonna be a pushover — no way! Each of the levels are packed with beastly baddies and lethal objects – each more horrendous than the last!

Baddies are the combined armies of the Dark Queen and the Shadow Boss. From the spineless Shadow Marines to the mighty monstrous muscle of Abobo and Big Blag, they're all gonna try to stop you!

Obstacles are a multitude of stationary and moving objects, always very dangerous and often fatal to the touch.

These are hidden throughout the levels, waiting to catch unwary dragons and 'toads completely off guard.

To deal with these evil hordes, the 'toads have an awesome arsenal of Smash Hits at their disposal, while the Dragons can call upon their equally impressive array of Dragon Force Techniques. Each gives the user incredible attacking combinations, including kicks, punches, stamps, throws and much more! In addition, you'll find that certain objects can be picked up as weapons, so don't hesitate to use 'em should the situation arise!

But the bad guys aren't gonna stand there and let you punch their lights out, are they? Of course not, they're rough

n' tough and love a good fight, and if your player falls short, it's a one-way ticket to the ground – 'cuz each 'toad and Dragon has a limited lifespan.

Most of the action takes place on foot, but certain areas demand expert driving skills. There's the 'toads' favorite Speeder Bike, plus the use of a high-speed, heavily armored Space Pod.

When you finally battle your way down to planet Earth, the real challenge begins. You must venture into the dingy darkness of a basement where the Shadow Boss lurks. Then it's into the Dark Queen's spaceship, where a life or death struggle begins to determine the future of the Earth...

Battletoads – Smash Hits

Kiss-My-Fist – Big straight punch.
Big Bad Boot – Big kick.
Nuclear Knuckles – Double handed slam.
Battletoad Butt – Big headbutt.
BT Bashing Ball – Swinging wrecking ball attack.
Swingin' Size Thirteens – Big kick while on turbo rope.
Take Out The Trash – Picks up and throws on the ground.
Bikin' Bash – Backward kick while on the Speeder Bike.
No Way Back Thwack – Used when holding the Walker's leg.
Twin Side Slam – Smashes baddy to the left and right on the ground.
Back N' Front Punt – Kicks while hanging.

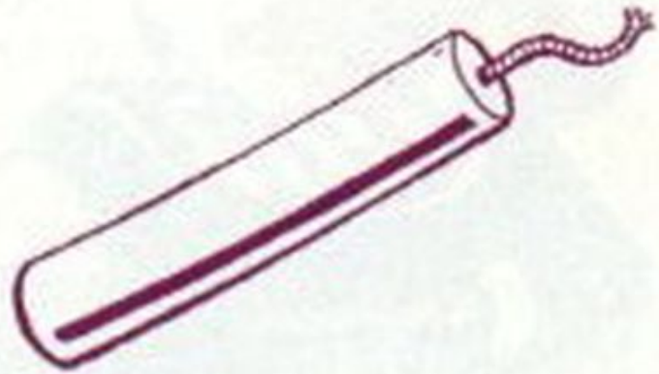
Dragon Force Techniques

Twistin' Typhoon Kick – Jumping spinning kick.
Thunderin' Knee Drop – Jumping knee-drop.
Earthquake Elbow Smash – Jumping elbow-drop.
Flying Dragon Kick – Flying kick.
Whizzin' Whirlwind – Fast-spinning attack.
Side Wall Smash – Grabs n' smashes against a wall.
Take Out the Trash – Picks up and throws on the ground.
Bikin' Bash – Backward kick while on the Speeder Bike.
Jab n' Stab Strike – Used when holding the Walker's leg.
Nose-Crunching Knee – Grabs and knees-up.
Back n' Front Punt – Kicks while hanging.
Dragon's Tail Throw – Rolls on his back and throws baddy backwards.

Objects

Bonus Pods – Destroying one of these brings good news at last. Who knows what you might find: points, a weapon, more energy or an extra life!

Dynamite/Grenades – Thrown by the Doorman and Windowman, they have real short fuses and explosive tempers. Steer clear if flashing, as they're about to go BANG!



Walker's Leg – Bust up a Walker and you can grab his broken leg. Using this on baddies gives 'toads access to the 'No Way Back Thwack' and enables Dragons to use their 'Jab n' Stab Strike.'

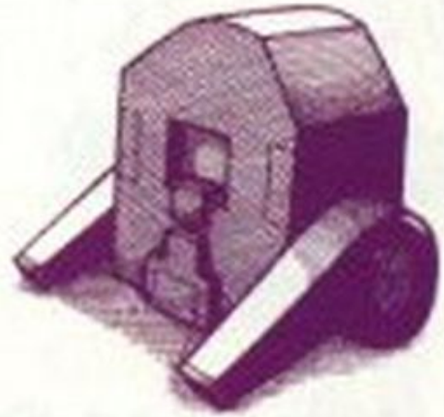
Turbo Rope – An essential possession inside the vast Colossus. Press 'B' to throw the rope, then swing across or down the chasms.

Speeder Bike – Make sure you're wearing your diapers when you get on this mean machine, 'cuz it's definitely not for a squeamish 'toad or Dragon!

Baddies

Shadow Marine – The Shadow Boss's personal army of mindless morons. They patrol the Colossus's tail, eager to repel attackers.

Retro Blaster – With twin blasters glowing, this robotic bone-shaker will make holes in your team if you're not quick on your feet.



Mechno-Mitt – This heavy-handed horror can't wait to serve you up a knuckle sandwich. Dodge its digits, then give it a handshake it won't forget.

Abobo – He's big, he's bad and he's really MAD! You're intruders in his territory, and he won't rest until he's pounded you into the ground.

Walker – One of the Dark Queen's loyal stalwarts, this mechanical menace takes great pleasure in kicking you when you're down.

Doorman of Doom – This cowardly character lurks behind doors and tosses sticks of dynamite into your path. Pick 'em up and return 'em – and he's sure to get a blast of unhappiness.

Big Blag – This undisputed chief of the Rat Pack fell foul to the 'toads in their last encounter, but he won't be so easy to beat this time as he's out to do some serious chompin' 'n' stompin'.

Ryder – Hurtling along the corridors of the Colossus at breakneck speed, this brainless biker will keep kickin' 'til you bite the dust.

Guido – This scum-ball halfwit may look stupid, but he's rough and tough and never knows when he's been beaten.

Linda Lash – New to the 'toads, but the Dragons'll recall their numerous encounters with this whip-wielding woman. Avoid her stingin' swingin', or you'll be squealing like a Psyko-Pig.

Raven – Survivors from the original Battletoads, they're back to even the score. Tweak their beaks with a well placed punch and watch these feathered fiends fall.

Securi-Cam – Located deep in the bowels of the awesome Colossus, the slightest movement is enough to activate their high-powered blasters.

Roper – He's as big as Abobo, he's as bad as Abobo, but he's also got a BIG GUN! What's more, he knows how to use it, 'specially on 'toads and Dragons!

Buzz Disc – Crackling with 10,000 volts of energy, it patrols the walls of the Colossus's interior. Accuracy means everything, as mistakes can be shocking.

Colossus – This ship's the size of a city, chock-full o' henchpeople of the Shadow Boss and the Dark Queen and packed with enough ordnance to invade a galaxy. 'Nuff said!

General Slaughter – He might be clumsy and stupid, but he always uses his head – as a weapon!

Robo-Manus – THE MUTANT BIOGEN STILL LIVES! Thought to be destroyed by the 'toads, he's back looking keener, leaner, and meaner than before!

Lopar – An old enemy of the Lee twins, he's gonna make darn sure that this encounter won't end in him receiving his usual humiliating beating.

Windowman of Doom – Brother to the Doorman, he's every bit as chicken – hiding behind windows where he thinks he's safe. Grab his grenades and sling 'em back!

Scuzz – Mooching menacingly inside the missile, this revolting rodent springs from doorways to try to knock you out for the count.

Shadow Boss – One half of the dire duo, the 'Boss has waited so long to see the Dragons fall. Now, with the Dark Queen's help, he's sure it'll be curtains for 'em all.

Dark Queen – The other half of the dire duo, she wants revenge on the 'toads for Ragnarok! As usual, you'll have to defeat her disciples before you'll get the chance to show her the error of her ways.

Obstacles

Drums – Big and blue, they block the Speeder Bike's path in the corridors of the Colossus. Take Professor T. Bird's advice – steer round 'em, not through 'em.

Post Walls – Use the turbo boost to jump over these, or you and the Speeder Bike will be parting company sooner than you think.

Crusha – Comes in varying degrees of difficulty, but all have the same result, either a 'toad pancake or a Dragon pizza...

Sparkbolt – Fired as a bouncing bolt of energy between two guns, this is guaranteed to give either Dragons or 'toads a sizzlin' sensation of the fatal kind.

Electro Barrier – Fires sizzlin' spark rings when you're tryin' to reach the lever that deactivates it.

Mines – There are three types of these perilous projectiles – one that explodes straight, one that explodes diagonally and one that explodes in a BIG way!

Astro Boulders – These ain't no one-hit-wonders, they'll keep on splittin' 'til you've blasted away every last bit.

Homing Missiles – You can fire these at the Colossus, but be warned: it likes to fire 'em back! An' if your pod takes too many hits, you're as good as gone!

Machine Gun – One of the many features in the awesome arsenal of the Colossus. Stay out of the line of fire, or your pod'll get some ventilation where it ain't needed!

Afterburners – Propelling the deadly missile toward Earth, their fearsome, fiery flames block your path. Hop over their heat, or you'll end up as burnt meat.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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